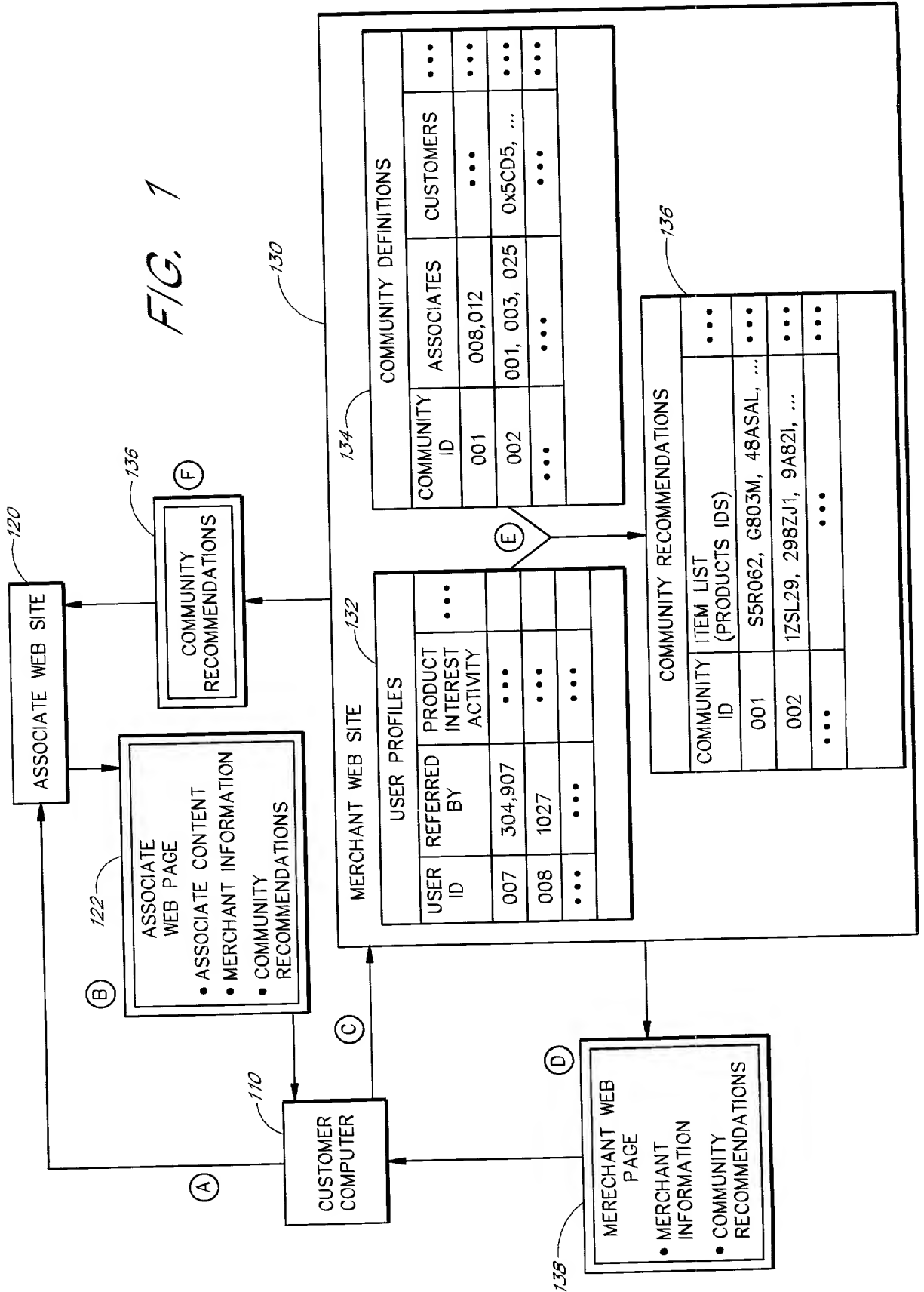


FIG. 1



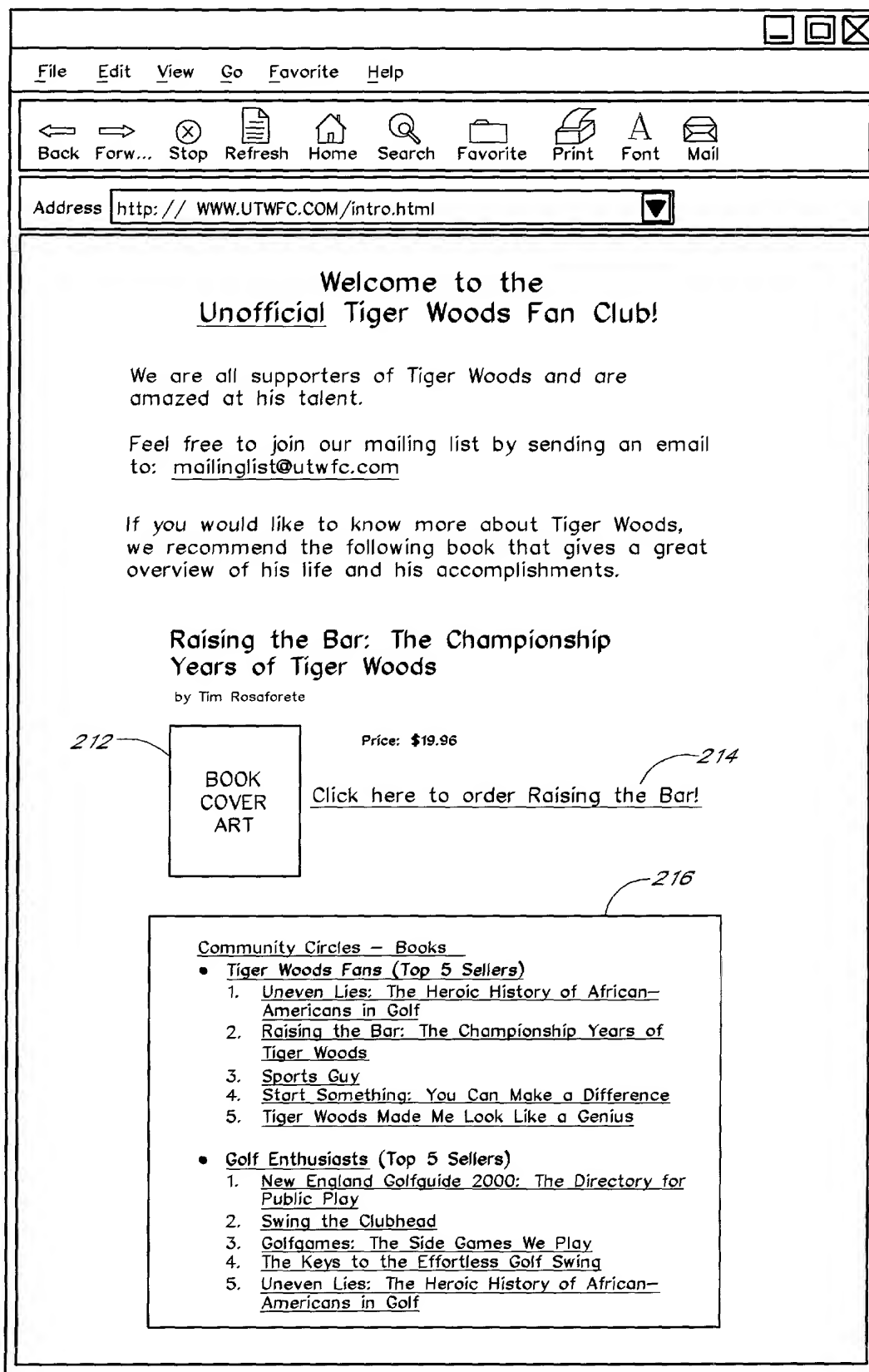


FIG. 2

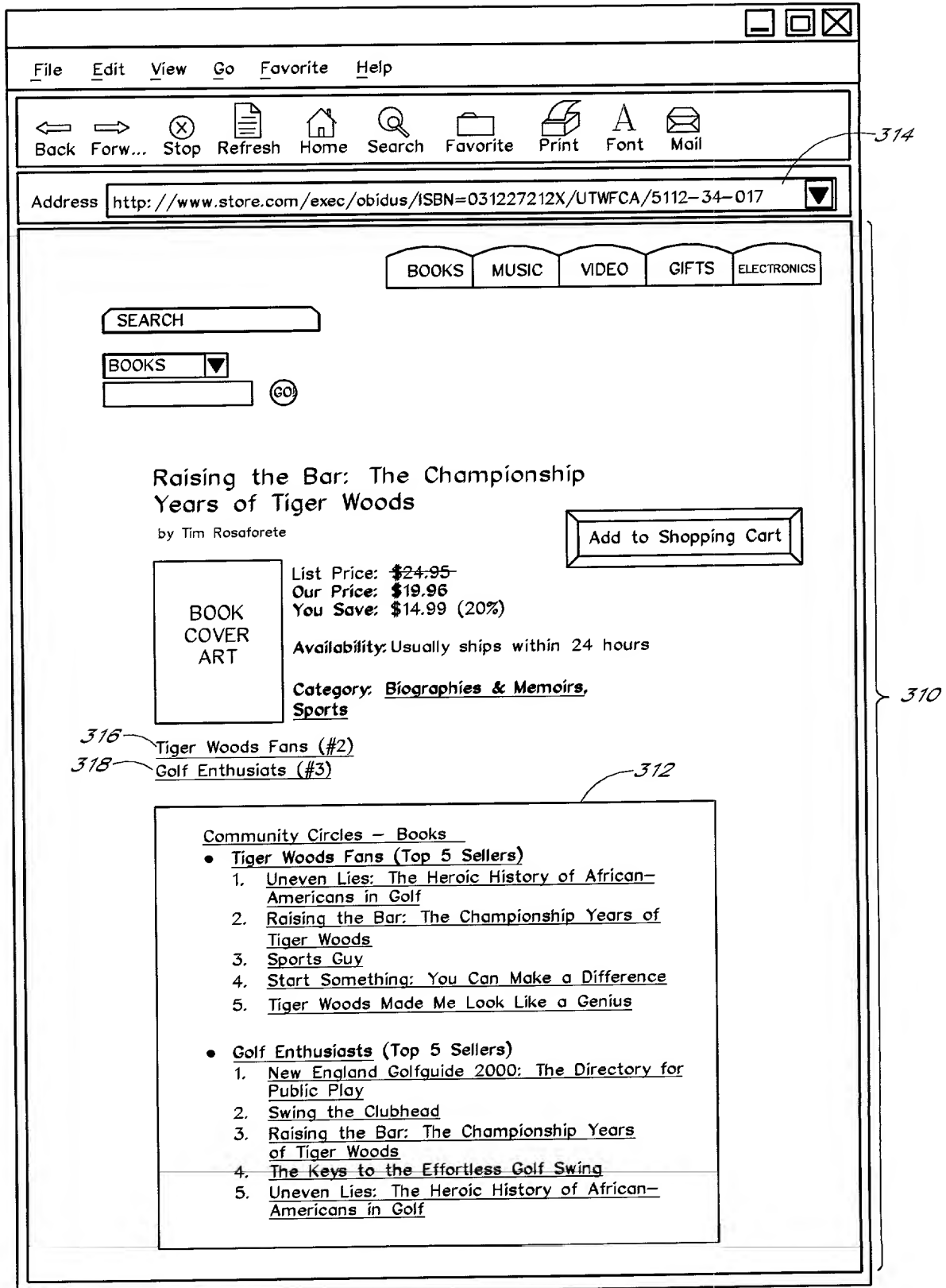


FIG. 3

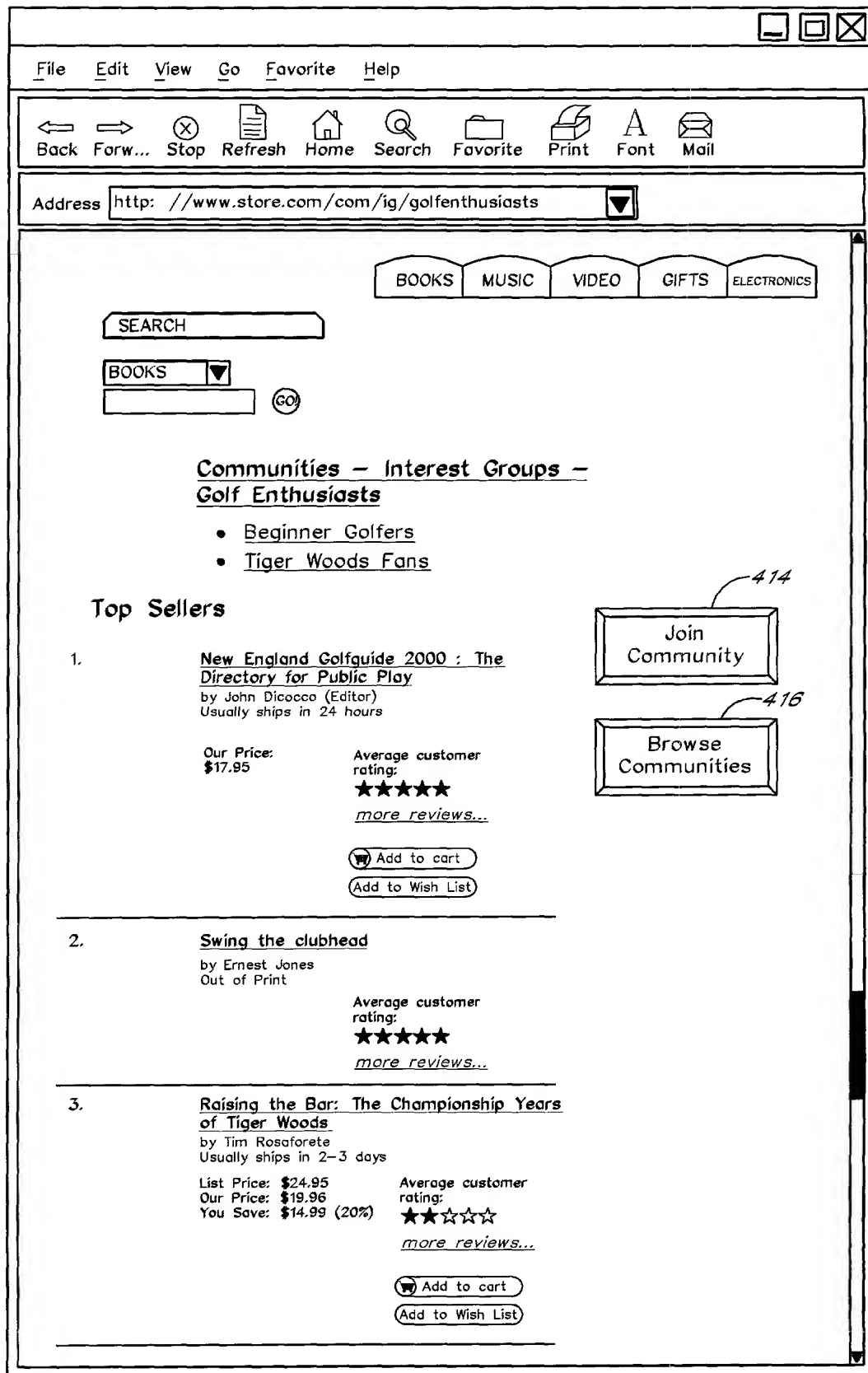


FIG. 4

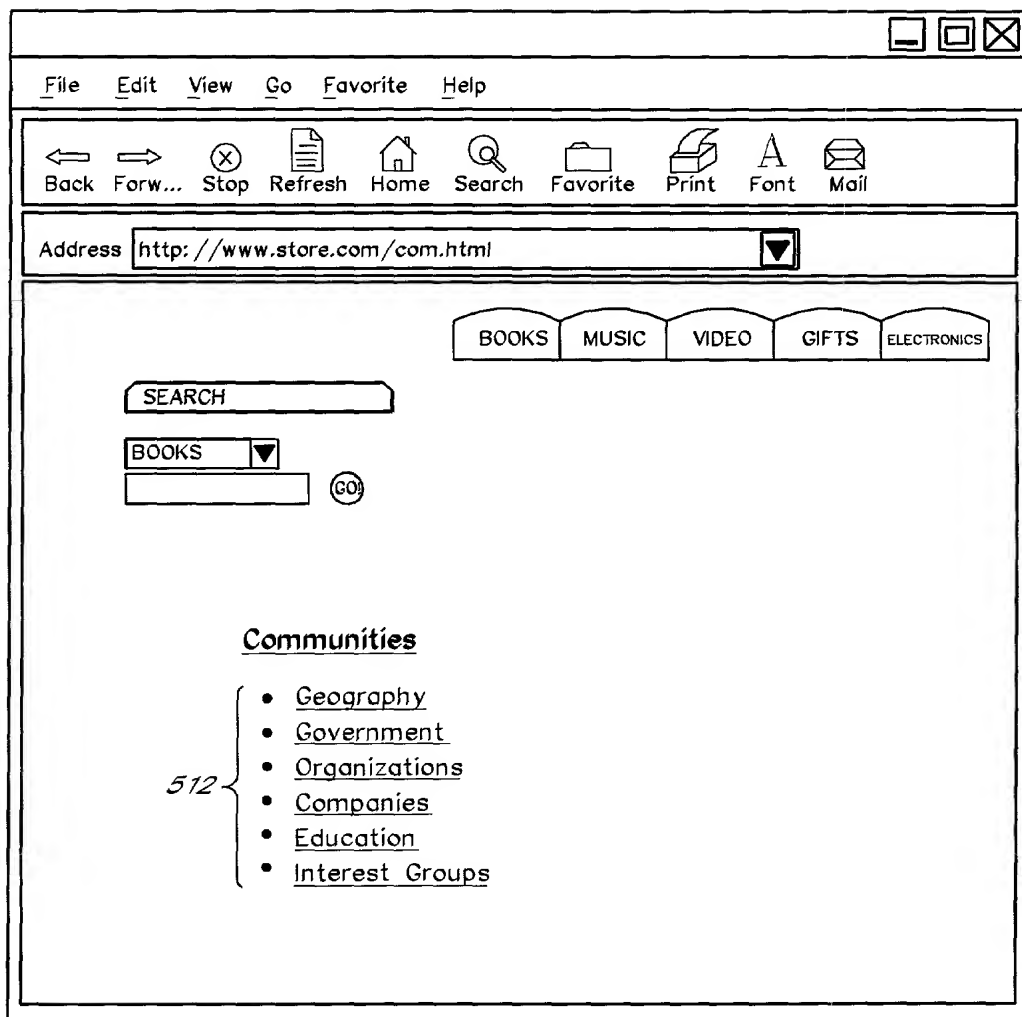


FIG. 5A

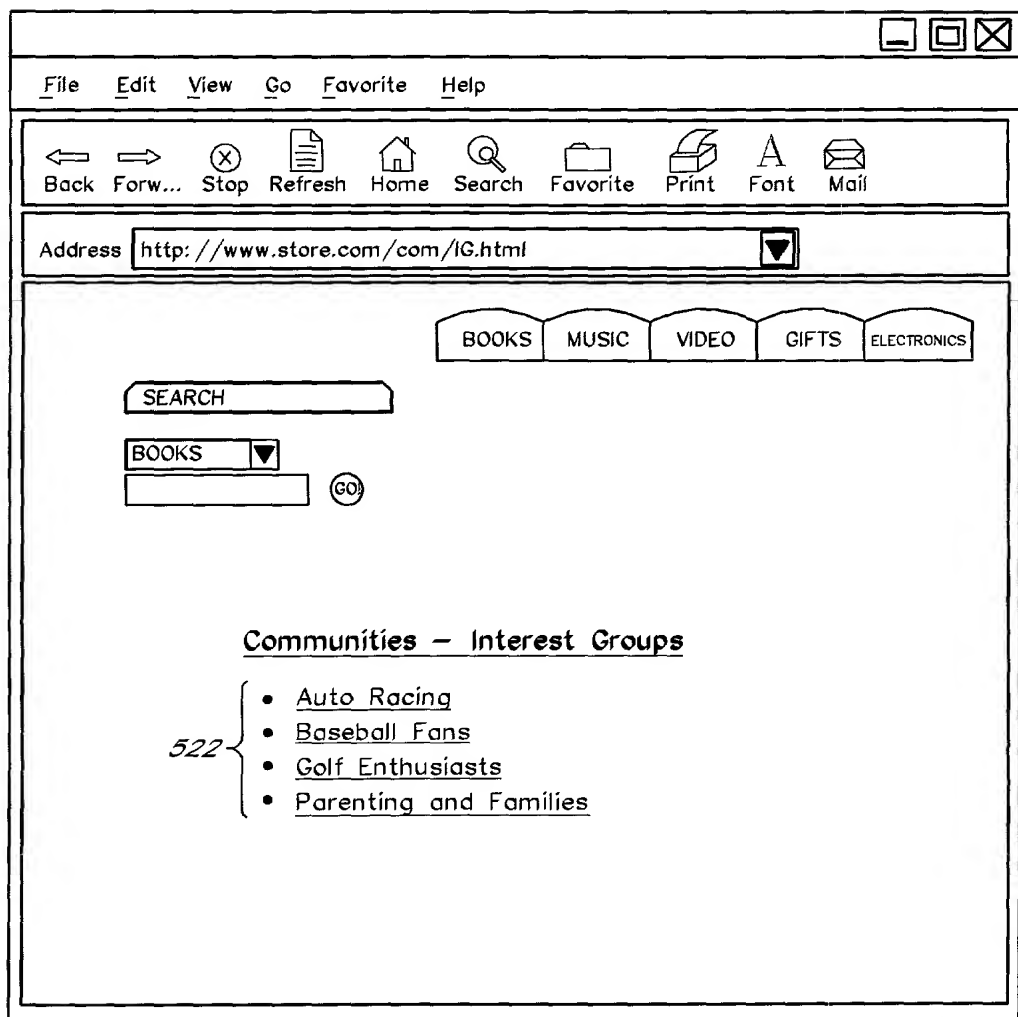


FIG. 5B

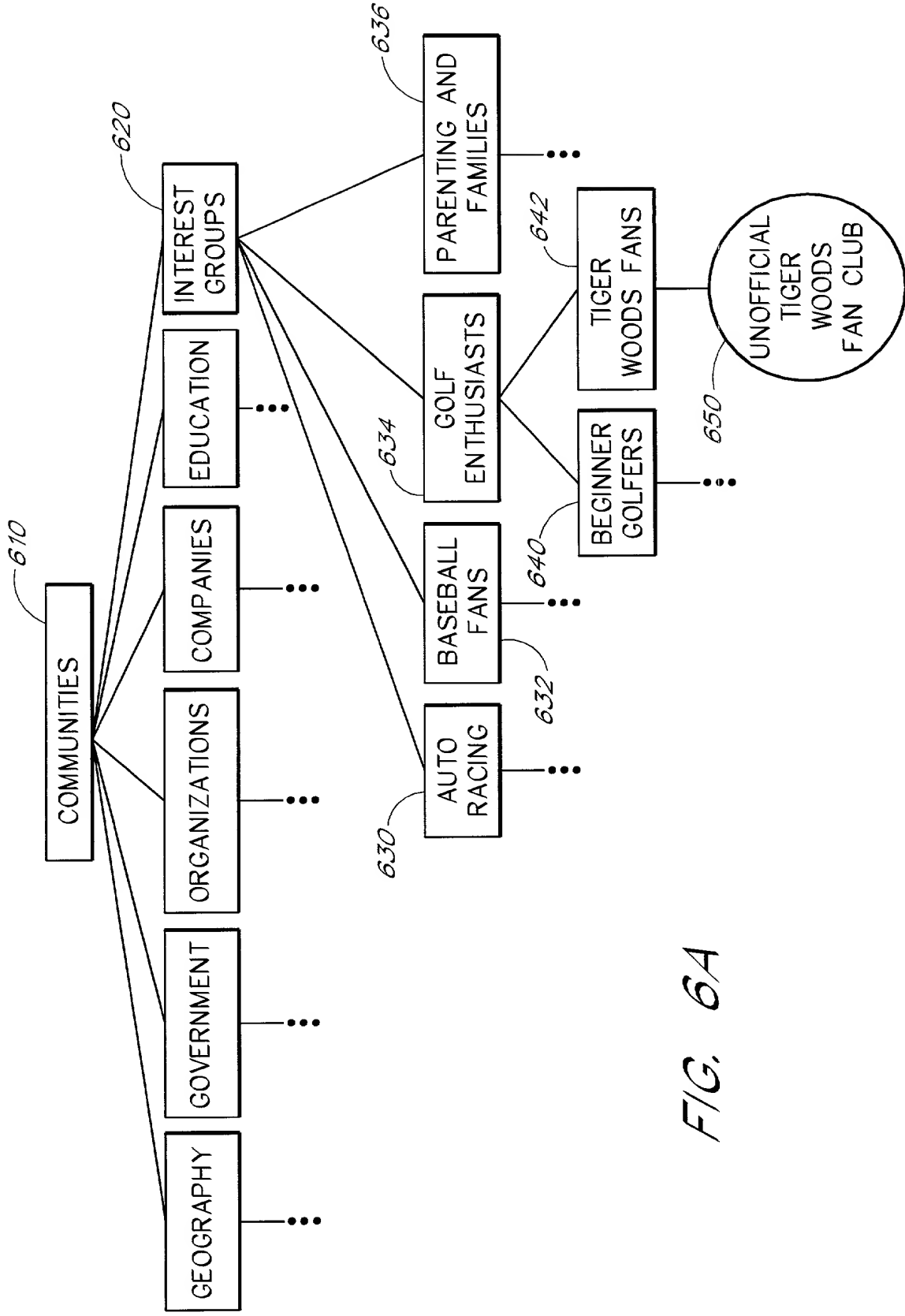


FIG. 6A

FIG. 6B is a block diagram of a system for identifying and organizing communities. The system includes a central block labeled "COMMUNITIES" (610) which is connected to a series of blocks representing different types of communities: "GEOGRAPHY", "GOVERNMENT", "ORGANIZATIONS", "COMPANIES", "EDUCATION", and "INTEREST GROUPS" (620). Each of these blocks is further connected to a series of more specific community types. For example, "INTEREST GROUPS" is connected to "AUTO RACING", "BASEBALL FANS", "BEGINNER GOLFERS", "TIGER WOODS FANS", "GOLF ENTHUSIASTS", and "PARENTING AND FAMILIES". Each of these specific community types is further connected to a series of more specific sub-communities. For example, "TIGER WOODS FANS" is connected to "UNOFFICIAL TIGER WOODS FAN CLUB" (650). The diagram illustrates a hierarchical structure for organizing communities.

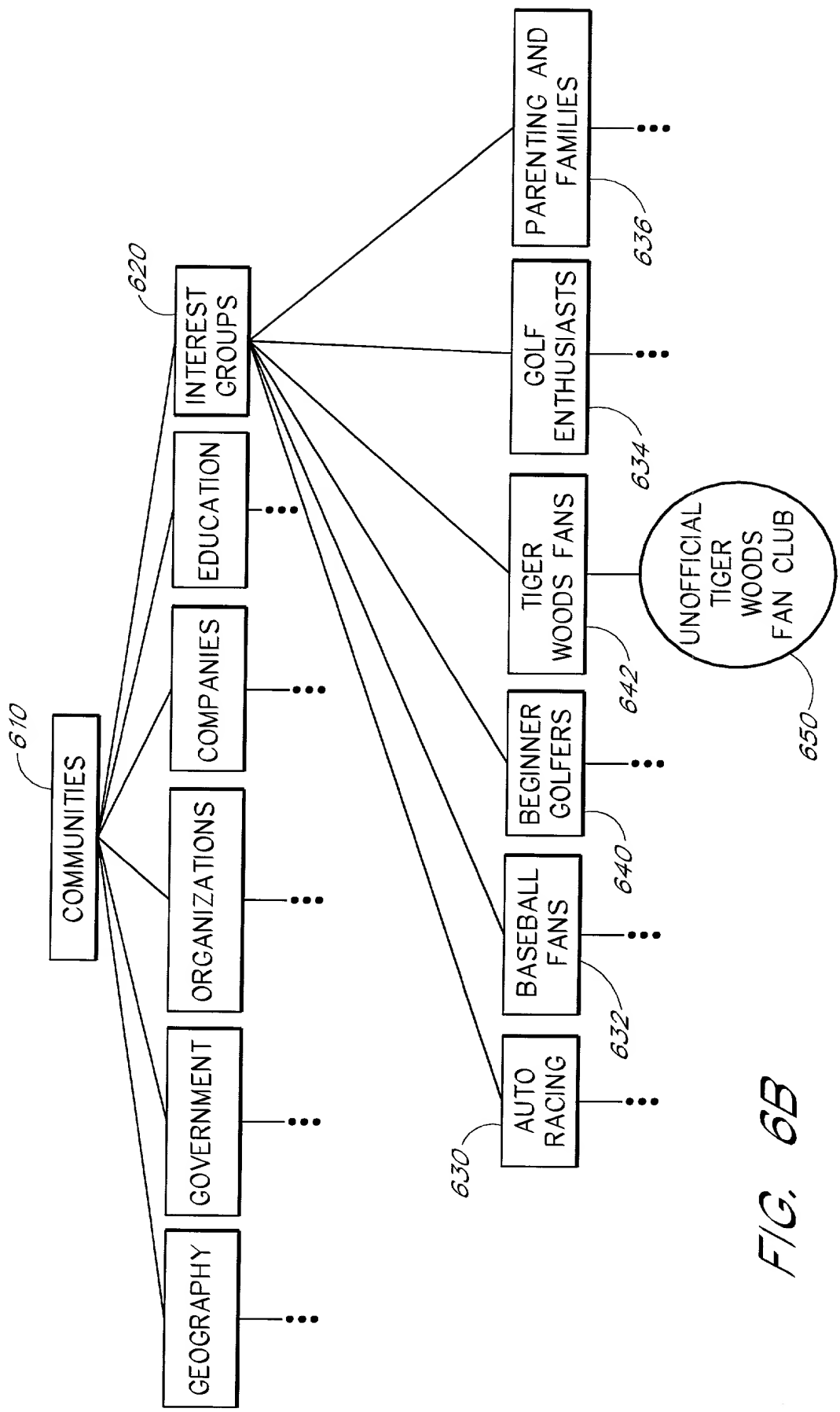
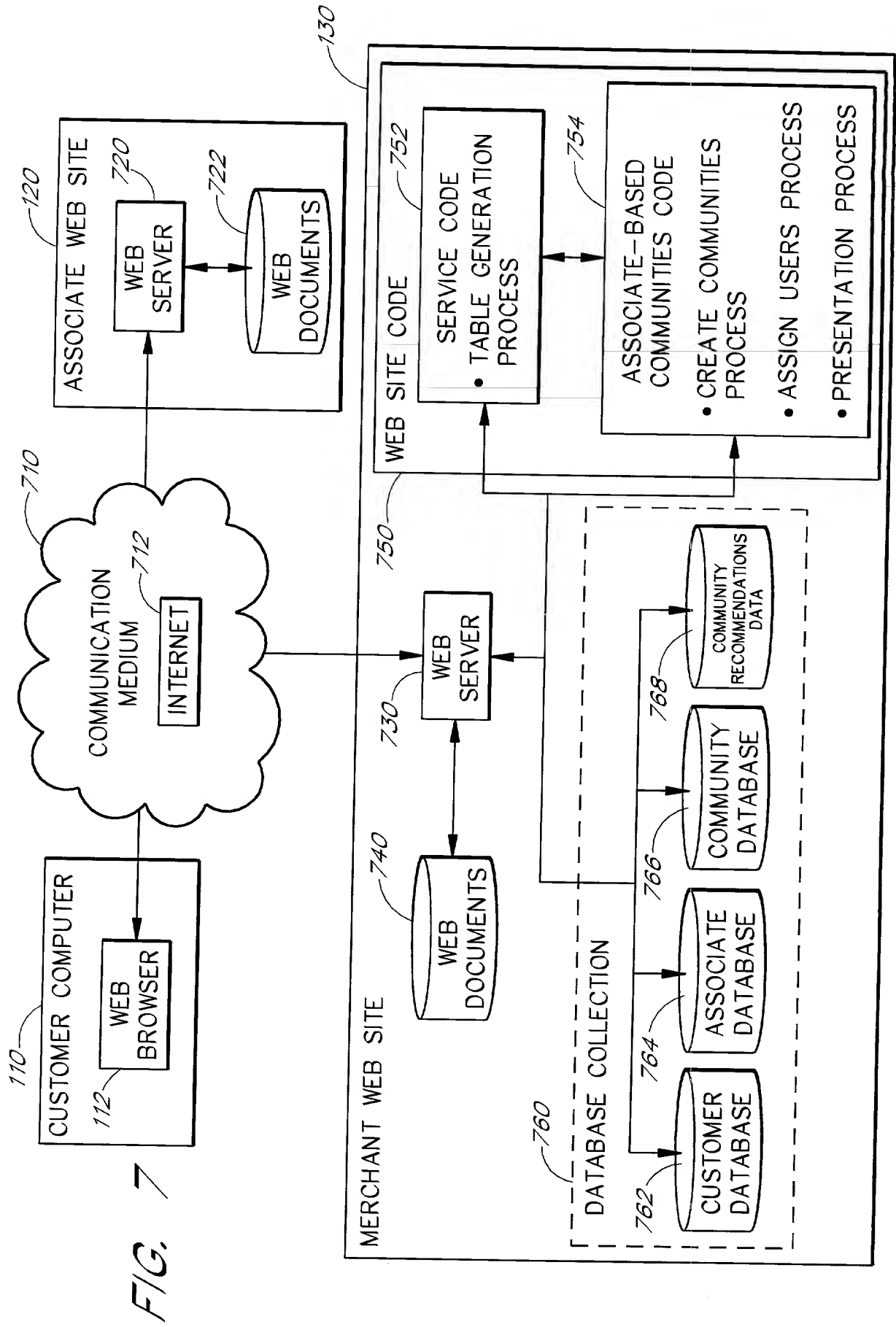
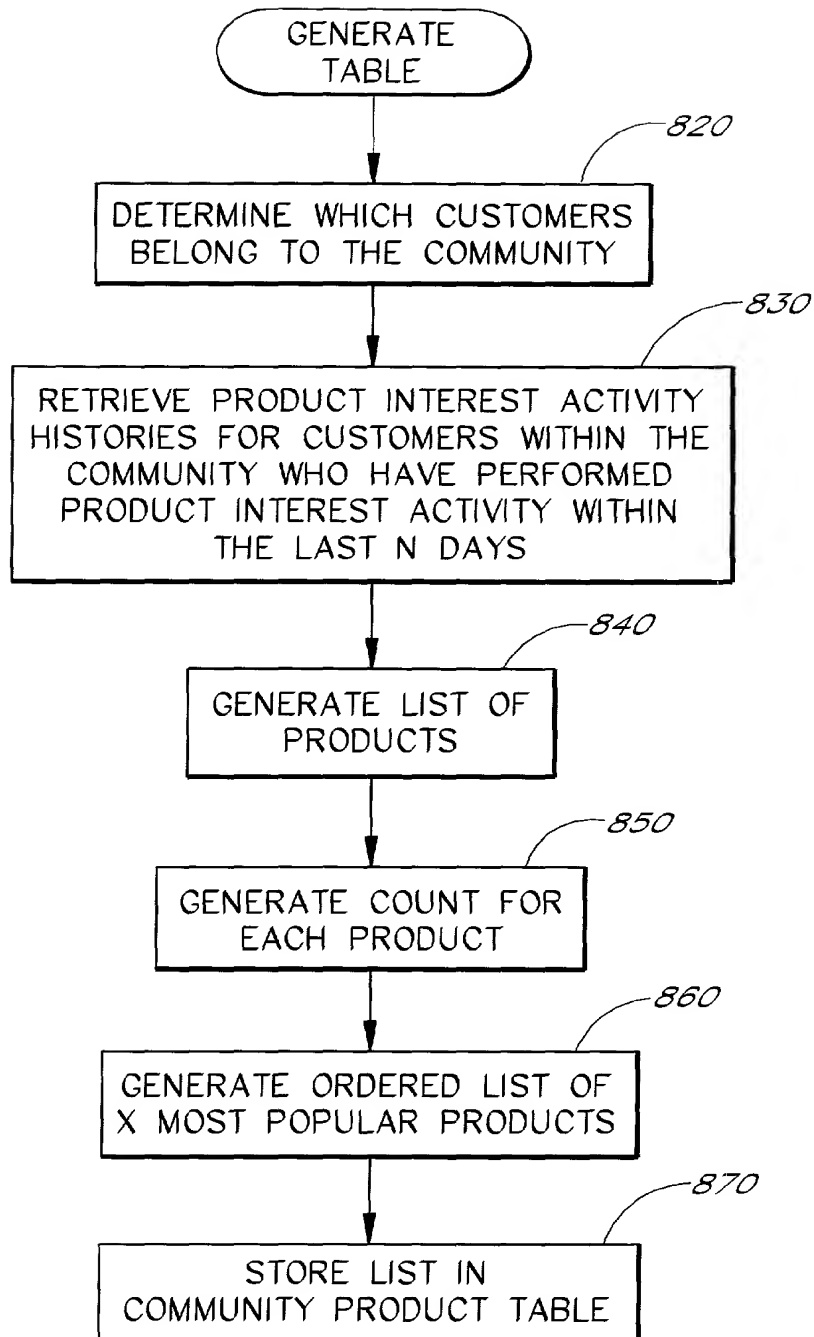


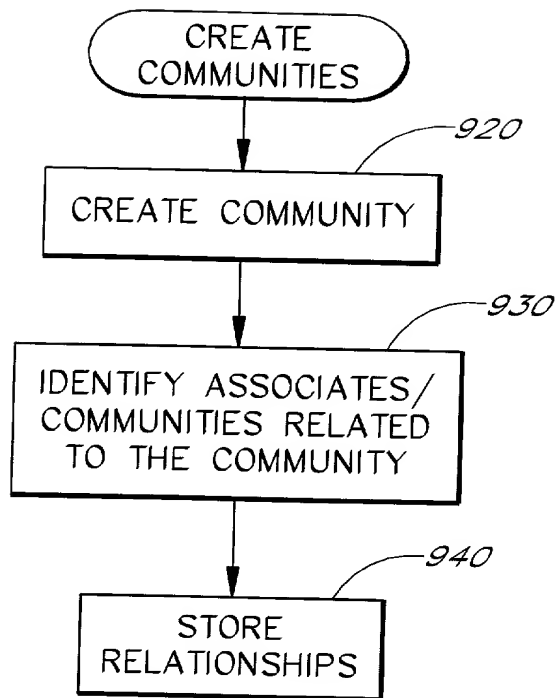
FIG. 6B







*FIG. 8*



*FIG. 9*

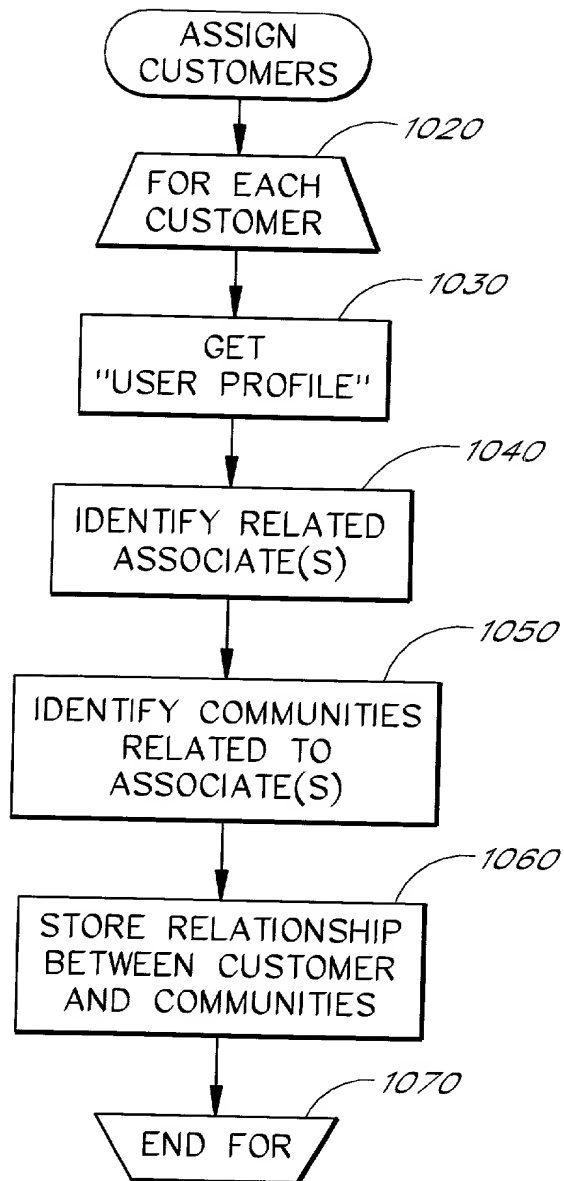


FIG. 10

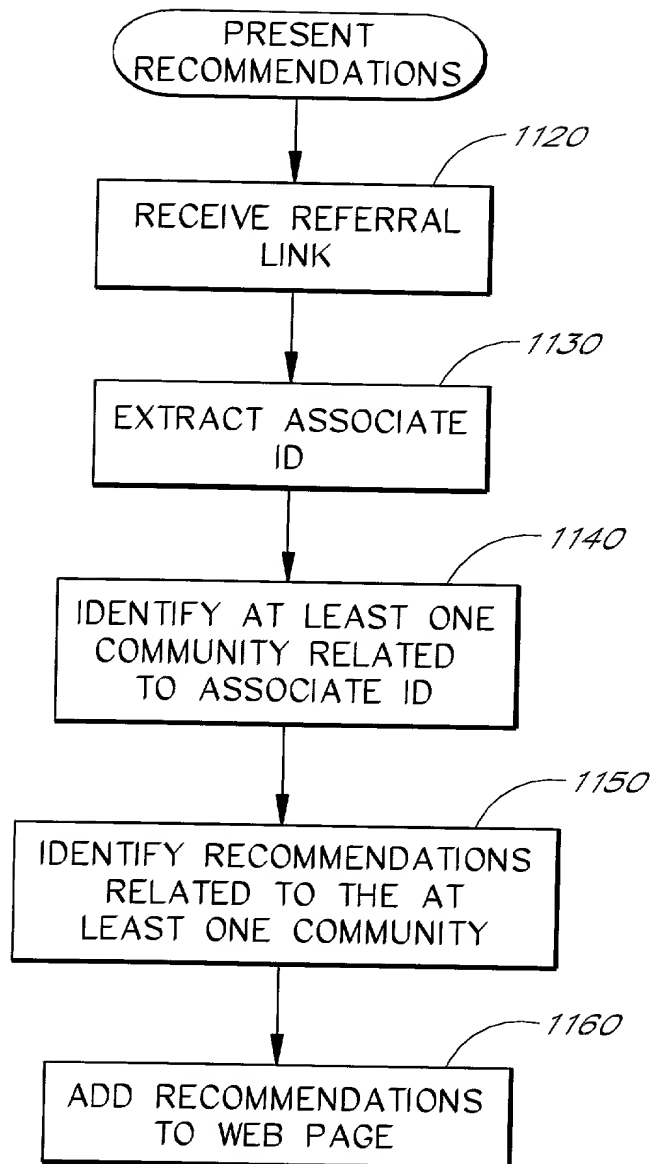
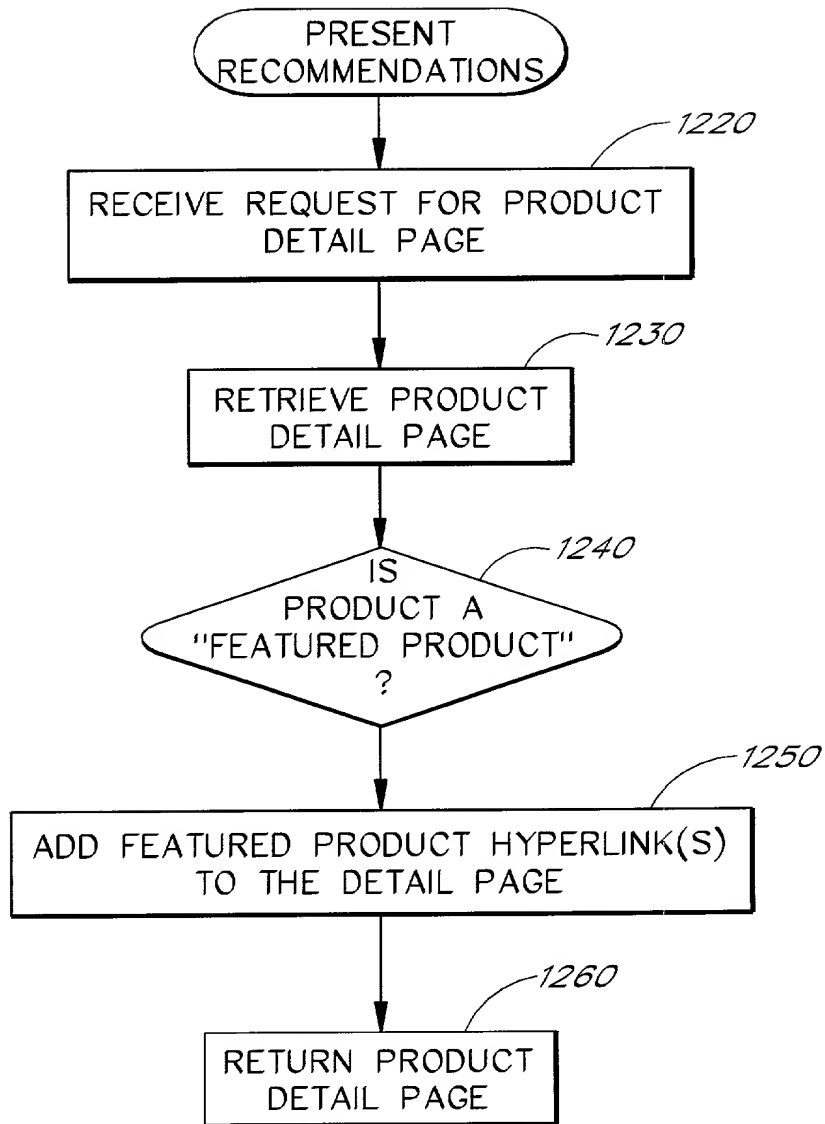


FIG. 11



*FIG. 12*